





**PAGER** Version 3

10,000

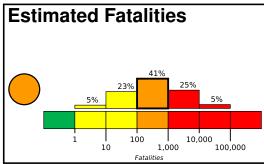
1.000

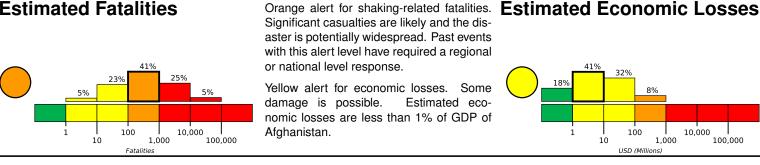
100,000

Created: 2 hours, 4 minutes after earthquake

# M 6.3, western Afghanistan

Origin Time: 2023-10-07 07:12:50 UTC (Sat 11:42:50 local) Location: 34.5743° N 61.9037° E Depth: 10.0 km





**Estimated Population Exposed to Earthquake Shaking** 

ESTIMATED POPULATION EXPOSURE (k=x1000)		_*	446k*	2,411k	672k	1,105k	61k	2k	0	0
ESTIMATED MODIFIED MERCALLI INTENSITY		I	11-111	IV	V	VI	VII	VIII	IX	X+
PERCEIVED SHAKING		Not felt	Weak	Light	Moderate	Strong	Very Strong	Severe	Violent	Extreme
POTENTIAL DAMAGE	Resistant Structures	None	None	None	V. Light	Light	Moderate	Mod./Heavy	Heavy	V. Heavy
	Vulnerable Structures	None	None	None	Light	Moderate	Mod./Heavy	Heavy	V. Heavy	V. Heavy

<sup>\*</sup>Estimated exposure only includes population within the map area.

## Population Exposure

# population per 1 sq. km from Landscan 5000 60.9°E 63.6°E 62.2.° E orbat-e Jam 34.8°N Adraskar

#### PAGER content is automatically generated, and only considers losses due to structural damage. Limitations of input data, shaking estimates, and loss models may add uncertainty. https://earthquake.usgs.gov/earthquakes/eventpage/us6000ldpm#pager

## **Structures**

Overall, the population in this region resides in structures that are vulnerable to earthquake shaking, though resistant structures exist. The predominant vulnerable building types are adobe block and unreinforced brick with mud and timber post construction.

### **Historical Earthquakes**

Date	Dist.	Mag.	Max	Shaking
(UTC)	(km)		MMI(#)	Deaths
1997-05-10	210	7.2	VIII(16k)	2k
1979-11-14	211	6.5	VI(4k)	280
1968-08-31	276	7.2	IX(3k)	15k

Recent earthquakes in this area have caused secondary hazards such as landslides that might have contributed to losses.

## Selected City Exposure

from GeoNames.org					
MMI	City	Population			
VI	Zindah Jan	10k			
VI	Herat	273k			
VI	Injil	<1k			
VI	Rabat-e Sangi-ye Pa'in	<1k			
VI	Ghoriyan	<1k			
VI	Chahar Burj	12k			
IV	Taybad	38k			
IV	Shindand	29k			
IV	Torbat-e Jam	59k			
IV	Qala i Naw	9k			
IV	Ghormach	30k			

bold cities appear on map.

(k = x1000)